

\*\*\*\* LEGO Rock Raiders Manual \*\*\*\*

\*\*\* Names of vehicles and equipment need to be checked for consistency with PC game \*\*\*

## CONTENTS

### LET'S ROCK!

### GETTING STARTED

### CONTROLLING THE ACTION

DUAL SHOCK™ Analog Controller

### THE STORY SO FAR...

### ONE-PLAYER GAME

Starting a One-Player Game

Selecting a Mission

Mission Briefing

Meet the Rock Raiders!

*How to Jump*

*Drilling for Fun & Profit*

*Choosing the Right Person for the Job*

Starting a Mission

*Radar*

*Shield Power*

*Jetpack Status*

*Currently-Selected Tool*

*Energy Crystals Collected*

*LEGO Ore Collected*

*Rock Raiders Rescued*

Know Your Rock!

*Soft Rock*

*Medium Rock*

*Hard Rock*

*Solid Rock*

Collecting & Using Items

*Tools*

*Pusher Beam*

*Pusher Beam PowerCell*

*Freezer Beam*

*Freezer Beam PowerCell*

*Laser Beam*

*Laser Beam PowerCell*

*Dynamite*

*GeoScanner*

## ***Equipment***

*Shield Recharge*  
*Full Shield Recharge*  
*Vehicle Shield Recharge*  
*Full Vehicle Shield Recharge*  
*Lifeform Radar Booster*  
*Item Radar Booster*

## **Driving & Using Vehicles**

***Chrome Crusher***  
***Hover Scout***  
***Large Mobile Laser Cutter***  
***Loader Dozer***  
***Rapid Rider***  
***Small Digger***  
***Small Mobile Laser Cutter***  
***Tunnel Scout***  
***Tunnel Transport***

## **Building Vehicles**

## **Failing a Mission**

## **Winning Medals**

***Secret Missions***

## **Passwords**

## **Alien Lifeforms**

***Spiders***  
***Scorpions***  
***Slimy Slugs***  
***Rock Monsters***  
***Rock Whale***

## **Natural Hazards**

***Water***  
***Lava***  
***Geysers***  
***Lava Plumes***

## **Pausing the Game**

## **TWO-PLAYER GAME**

**Starting a Two-Player Game**

**Selecting a Mission**

**Mission Briefing**

## **ENTERING A PASSWORD**

## **OPTIONS**

## **CREDITS**

#### \*\*\*\* Epilepsy warning?

\*\*\*\*\* *PIC OF THE CHIEF* \*\*\*\*\*

#### LET'S ROCK!

Welcome to an exciting action adventure game in which you command the roughest, toughest gang of dirt-diggers in the universe - the Rock Raiders! Join Axle, Jet, Docs, Sparks and Bandit as they explore bizarre other-worldly caverns, drive and fly amazing futuristic vehicles, encounter strange alien lifeforms, discover secret hordes of Energy Crystals and much, much more! Read this booklet carefully, as it will tell you all you need to know about how to play the game and ensure that you get maximum enjoyment from it. Play well!

#### GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the LEGO Rock Raiders disc and close the CD door. Insert the game controllers (note: you will need to insert two controllers to play a two-player game) and turn ON the PlayStation® console. Follow the on-screen instructions to start a game.

#### CONTROLLING THE ACTION

This is the default controller configuration. It can be changed at any time from the OPTIONS menu, which is accessed from the MAIN MENU (see 'Options' on page XX for more on this).

\*\*\*\* *Have the below as annotation to controller picture* \*\*\*\*

##### On Foot

Directional Buttons	Move Rock Raider
[CROSS]	Jump; Get in vehicle (if one is nearby and highlighted).
[TRIANGLE]	Use Power Drill
[SQUARE]	Use currently-selected tool
[CIRCLE]	Change tool
R1	Activate GeoScanner
R2 + Directional Buttons	Move without changing facing direction
L1	Toggle radar on/off
L2 + Directional Buttons	Rotate camera

##### In a Vehicle

Left/Right Directional Buttons	Rotate vehicle
Up Directional Button	Accelerate

Down Directional Button	Brake
[CROSS]	Get out of vehicle (if stationary); Pick up/drop vehicle/scoop/Rock Raider (if in Tunnel Transport)
[TRIANGLE]	Use drill (if vehicle is fitted with one)
[SQUARE]	Use laser (if vehicle is fitted with one)
R1	Activate GeoScanner
L1	Toggle radar on/off
L2 + Directional Buttons	Rotate camera

### **DUAL SHOCK™ Analog Controller**

The DUAL SHOCK™ Analog Controller will give you a greater degree of control over the speed at which the Rock Raiders and their vehicles move. You can turn the Vibration On or Off from the OPTIONS menu which is accessed from the MAIN MENU (see 'Options' on page XX for more on this).

### **THE STORY SO FAR...**

Onboard the vast mining ship LMS Explorer, the Rock Raiders are returning home after a long expedition through the outer rim of the galaxy. Everything is going fine.... until the ship accidentally sails into a giant asteroid field! The crew struggles valiantly to guide the ship through the storm of tumbling rocks, but the endless bombardment against the ship's hull rapidly put its shield integrity in a critical condition.

Just when the Rock Raiders think things can't get any worse, the ship's sensors detected a vast wormhole at the centre of the asteroid field - and it's sucking them in! With the ship low on power and listing badly, there's little the crew can do but accept their fate and hang on!

Miraculously the badly-damaged ship, now running on emergency power, emerges from the wormhole intact. However, the crew's initial relief soon turns to dismay when they realise that the wormhole has flung them right across the universe and into the heart of a distant alien galaxy!

Chief, the captain of the Explorer, decides to set course for the nearest planet, gambling that the emergency power will hold out long enough for the ship to get there safely. Time is of the essence: if the Rock Raiders are to stand any chance of getting home, they must make emergency repairs to the Explorer and, more importantly, replenish the ship's depleted stock of energy crystals.

As the Explorer goes into orbit around the strange alien world, a geological scan reveals rich seams of energy crystals beneath the planet's surface – but can the sensors be trusted? The only way to find out is to send in the Rock Raiders!

## ONE-PLAYER GAME

The one-player game challenges you to 18 action-packed missions set in the caves and tunnels beneath the alien planet's surface. In each mission you'll be asked to achieve an objective, such as find Energy Crystals or rescue trapped Rock Raiders. Depending on how well you perform your task you could earn special rewards like medals or even secret missions! But take care, as danger lurks in every cavern! Good luck!

### Starting a One-Player Game

\*\*\*\* Pics of main menu with NEW GAME highlighted\*\*\*\*

This is the MAIN MENU screen. Use the directional buttons to highlight NEW GAME and press [CROSS].

\*\*\*\* Pics of NEW GAME screen with ONE PLAYER highlighted \*\*\*\*

Now use the directional buttons to highlight ONE PLAYER and press [CROSS]. (Note: unless you have two controllers inserted into your PlayStation, you won't be able to select TWO PLAYERS.)

\*\*\* Pic of MISSION SELECT screen \*\*\*\*

### Selecting a Mission

This is the SELECT MISSION screen, which shows the core of the alien planet. The core consists of three rock 'layers' - the deeper you dig, the more difficult the challenges you'll encounter! When you first play the game, you'll only be allowed to access missions in the easier top layer.

In each layer you'll see five caverns, each of which leads to a mission. Use the directional buttons to highlight the mission you want to play and press [CROSS].

In each layer there's a sixth cavern which is sealed up and cannot be selected. This contains an extra tough Special Mission. You can only play the Special Mission once you've achieved five Bronze Medals (or their equivalent - see 'Winning Medals' on page X for more on this) on the other missions in the layer.

Once you earn at least a Bronze Medal in the Special Mission, keep pressing down on the directional buttons and you'll be taken to the next deeper, tougher layer.

\*\*\* Pic of briefing screen \*\*\*

### Mission Briefing

Each mission begins with a briefing from Chief on the bridge of the LMS Explorer. He'll explain exactly what you have to do to complete the mission with the aid of a holographic screen. Use the directional buttons to scroll through the on-screen text and press [CROSS] to accept the mission.

You'll now be asked to choose which of the Rock Raiders you want to try and complete the mission with. Use the directional buttons to highlight the Rock Raider you wish to control and press [CROSS].

## **Meet the Rock Raiders!**

Each Rock Raider can run, use tools, pick up items and perform massive jumps thanks to a rechargeable jetpack.

### ***How to Jump***

Each Rock Raider's jetpack is activated by pressing [CROSS] and allows them to perform super-human leaps! While in the air the Rock Raider is still controllable with the directional buttons, and the longer [CROSS] is held down the higher and longer the jump will be.

But use the jetpack wisely, as you must wait for it to recharge before you can use it again! The jetpack's status is indicated by the bar below the Rock Raider's Shield Power indicator - only attempt a jump when the bar is green!

### ***Drilling for Fun & Profit***

The Rock Raiders start each mission with just one piece of equipment - the Power Drill, a small mining tool. To use it, simply push up against a wall and press [TRIANGLE]. The Power Drill is only capable of drilling through Soft and Medium rock, not Hard or Solid rock (see 'Know Your Rock' on page X for more about this).

### ***Choosing the Right Person for the Job***

Each Rock Raider has different abilities. While it's possible to complete every mission with any Rock Raider, some will be easier if you choose your team member wisely. They might even help you get those precious Silver and Gold medals!

#### ***\*\*\*\* Pic of Docs \*\*\*\****

*Name:* Docs

*Role:* Geologist

*Ability:* Carries a wide-range radar and has unlimited use of the GeoScanner.

#### ***\*\*\*\* Pic of Sparks \*\*\*\****

*Name:* Sparks

*Role:* Engineer

*Ability:* Automatically repairs the damage sustained by any vehicles he's controlling.

#### ***\*\*\*\* Pic of Axle \*\*\*\****

*Name:* Axle

*Role:* Driver

*Ability:* Can make ground vehicles travel faster and increases their shield strength.

#### ***\*\*\*\* Pic of Bandit \*\*\*\****

*Name:* Bandit

*Role:* Sailor

*Ability:* Is able to swim and can make the Rapid Rider travel faster.

\*\*\*\* **Pic of Jet** \*\*\*\*

*Name:* Jet

*Role:* Pilot

*Ability:* Has a fast recharge jet-pack and can make flying vehicles travel faster.

## **Starting a Mission**

When you start your mission, you'll see a screen that looks something like this:

\*\*\*\* **Game Screen with pull-outs** \*\*\*\*

Radar

Shield Power

Jetpack Status

GeoScanner Power

Currently-Selected Tool

Energy Crystals Collected

LEGO Ore Collected

Rock Raiders Rescued

Time

### **Radar**

The radar indicates the location of any vehicles in the vicinity with a blue dot and any buildings with a white dot. If you collect certain radar boosters the radar display will also show the location of alien lifeforms or items (see 'Collecting & Using Items' on page X for more on this).

### **Shield Power**

Each Rock Raider is equipped with a Shield, a powerful invisible forcefield which protects the wearer from being harmed by flying debris or falling rubble. It can also help protect them from attack by any hostile alien lifeforms they might encounter.

As the Rock Raider's Shield takes damage the spinning coloured streams will turn from green to red. If the Shield Power falls to zero the Rock Raider will be beamed automatically back to the LMS Explorer, to prevent them from being physically harmed, and the mission will end.

### **Jetpack Status**

Remember that you can only use the jetpack when this bar is green (see 'Meet The Rock Raiders: How To Jump' on page XX for more on this).

### **GeoScanner Power**

This indicates how many times you can use the GeoScanner. Bear in mind that you cannot move or do anything else while scanning, so choose your moment carefully. (See 'Collecting & Using Items: Tools: GeoScanner' on page XX for more on this.)

### ***Currently-Selected Tool***

Once you find a tool it will appear here, along with a number next to it indicating how many times it can be used. Tools can be activated by pressing [SQUARE]. If you've collected more than one tool, you can cycle through them by pressing [CIRCLE]. (See 'Collecting & Using Items: Tools' on page XX for more on this.)

\*\*\*\*\* *Pic of Green & Red Energy Crystal* \*\*\*\*

### ***Energy Crystals Collected***

As you explore the caves and tunnels beneath the alien planet you'll often find glowing green Energy Crystals. If you do, pick them up - chances are, you'll need them to complete the mission!

Occasionally you'll find special Energy Crystals that are red instead of green. Red Energy Crystals are extremely powerful (five times more than green ones!) and very rare, and are usually found only in the hardest-to-reach places. Red Energy Crystals are not essential to completing the mission to a Bronze medal standard, but they will help you win Silver or Gold medals.

\*\*\*\*\* *Pic of LEGO Ore* \*\*\*\*

### ***LEGO Ore Collected***

LEGO Ore is a special rock substance that can be found beneath the alien planet. Once collected it can be beamed back to the LMS Explorer and used to build vehicles that will help you complete your mission - see "Building Vehicles" on page X for more on this.

\*\*\*\*\* *Pic of generic RR* \*\*\*\*

### ***Rock Raiders Rescued***

In some missions you'll be asked to rescue Rock Raiders who have got lost or trapped beneath the alien planet. To do this, either walk up to them and touch them (this allows the LMS Explorer's Teleport System to get a lock on their position) or winch them to safety onboard the Tunnel Transport.

## **Know Your Rock!**

The walls of the caves beneath the alien planet are made up of four types of rock: Soft, Medium, Hard and Solid. It pays to recognise which is which, as each vehicle and drilling tool will only affect a certain type of rock.

### ***Soft & Medium Rock***

Can be drilled at differing rates by every vehicle or drilling tool.

### ***Hard Rock***

Only the most powerful vehicles or drilling tools can tackle this. Can also be blasted away with dynamite.



## ***Solid Rock***

Impossible to drill or blast - you have to find a way to get around it.

\*\*\*\* *Pics of all individual items below* \*\*\*\*

## **Collecting & Using Items**

In the caves and tunnels beneath the alien planet's surface you'll often come across items left behind by previous Rock Raider expeditionary teams. Feel free to pick them up and use them as you see fit. To collect an item either walk or drive over it, although note that some items can only be collected when on foot and others only when in a vehicle. You'll need to experiment to find out what can be collected on foot and what can be collected in a vehicle.

## ***Tools***

Items like the Pusher Beam and the GeoScanner are classed as tools and can be used several times. The currently-selected tool is shown on-screen just beneath the Shield Power indicator. The number next to the tool indicates how much power it has left - if the power runs out, you can't use it! To use a tool first select it by pressing [CIRCLE] and then activate it by pressing [SQUARE].

### ***Pusher Beam***

A device which projects a forcefield able to repel alien lifeforms. Once collected it can only be used 20 times.

### ***Pusher Beam PowerCell***

Recharges the Pusher Beam so that it can be used an additional 20 times.

### ***Freezer Beam***

A coolant device which can be used to freeze alien lifeforms for a brief time. Once collected it can only be used 10 times.

### ***Freezer Beam PowerCell***

Recharges the Freezer Beam so that it can be used an additional 20 times.

### ***Laser Beam***

A powerful device which can cut through hard rock in a second. Once collected it can only be used 5 times.

### ***Laser Beam PowerCell***

Recharges the Laser Beam so that it can be used an additional 5 times. It can also be used to power the Laser Beams mounted on some vehicles.

### ***Dynamite***

An explosive charge which is useful for clearing away hard rock. Once collected it can only be used one time.

### *GeoScanner*

Allows you to scan the area and identify the different rock types. The hardness of the rock is indicated by the shade of green - darker green indicates harder rock, while lighter green indicates softer rock. To activate it, press [R1]. Once collected it can only be used 10 times.

### ***Equipment***

Items such as the Shield Recharge and the Lifeform Radar Booster are classed as equipment and are activated as soon as you pick them up.

#### *Shield Recharge*

Recharges some Shield Power. Once collected, it takes effect immediately.

#### *Full Shield Recharge*

Recharges ALL Shield Power. Once collected, it takes effect immediately.

#### *Vehicle Shield Recharge*

Recharges some of a vehicle's Shield Power. Once collected, it takes effect immediately.

#### *Full Vehicle Shield Recharge*

Recharges ALL of a vehicle's Shield Power. Once collected, it takes effect immediately.

#### *Lifeform Radar Booster*

Gives the radar the ability to detect alien lifeforms, which show up as red dots. Once collected, it takes effect immediately.

#### *Item Radar Booster*

Gives radar the ability to detect items, crystals and ore, which show up as green dots. Once collected, it takes effect immediately.

\*\*\*\*\* ***Picture of all below*** \*\*\*\*\*

### **Driving & Using Vehicles**

Vehicles can be found in many of the caves beneath the alien planet. To use one, walk up to it until pulsing green arrows appear around the vehicle and then press [CROSS]. Note that when driving a vehicle the controls are slightly different - instead of holding the directional pad in the direction you want to go, you must now rotate left and right and accelerate forwards and backwards.

Some vehicles come fitted with giant drills (activated by pressing [TRIANGLE]) and even laser beams (activated by pressing [SQUARE]).

### ***Chrome Crusher***

One of the most powerful vehicles in the Rock Raiders fleet, capable of clearing vast swathes of Soft, Medium or Hard rock with either its front drill or laser beam. Remember that the laser needs a Laser Beam PowerCell to work!

### ***Hover Scout***

A fast, highly maneuverable scout vehicle which first-time pilots might find a little tricky to control. It's able to float over all solid surfaces but cannot cross water or lava.

### ***Large Mobile Laser Cutter***

This is not the fastest of beasts, but its twin laser beams can cut through Soft, Medium and Hard rock with ease. Note that the lasers need Laser Beam PowerCells to work!

### ***Loader Dozer***

The Loader Dozer's front-mounted bucket is extremely versatile. Not only can it smash through soft and medium rock, it can also sweep away spider's web and seal geysers or lava plumes.

### ***Rapid Rider***

This is the only water-going vehicle in the Rock Raiders fleet. It's fast and highly maneuverable, and is mainly used as a one-man transport.

### ***Small Digger***

Although the Small Digger can only drill through soft and medium rock, its speed and maneuverability make it a popular choice for most Rock Raiders.

### ***Small Mobile Laser Cutter***

This has very similar abilities to the Large Mobile Laser Cutter but is lighter and faster. As with the LMLC, the laser cutter needs a Laser Cutter PowerCell to work!

### ***Tunnel Scout***

Designed as a one-man scout vehicle, the Tunnel Scout's flying height and turbo jets make it very difficult for monsters to attack in flight.

### ***Tunnel Transport***

This is the workhorse of the Rock Raiders fleet which has the unique ability to fly anywhere. Due to its great weight it can only land and take-off from a landing pad.

The Tunnel Transport can be used to airlift Rock Raiders and even vehicles through the subterranean depths. To pick up a Rock Raider or vehicle, simply hover above it. When you see arrows appear, press [CROSS]. To drop a vehicle back on the ground, press [CROSS] again. When ferrying vehicles, take care not to smash it into the tunnel walls!

Finally, the Tunnel Transport can pick up water and carry it from place to place in a specially-designed scoop. To pick up the scoop, hover above it until arrows appear then press [CROSS]. To drop it again, press [CROSS]. To pick up water, simply find an underground lake and drop the scoop into it. The water-filled scoop can then be dropped onto lava to form a makeshift bridge.

## **Building Vehicles**

### **\*\*\*\* Pic of Teleport Station \*\*\*\***

It's possible to build vehicles using the LEGO Ore you've collected. First you have to find a Teleport Station, like the one shown here. To enter the Teleport Station, press [CROSS].

### **\*\*\*\* Pic of Man inside Teleport Station \*\*\*\***

A picture will appear on-screen showing you the vehicle you could build, along with a picture of some LEGO Ore and a number by it - this indicates the amount of Ore you need to build the vehicle.

### **\*\*\*\* Pic of Teleported vehicle \*\*\*\***

If you have enough LEGO Ore to build the vehicle, press [TRIANGLE]. The vehicle will now be beamed down. If you want to leave the Teleport Station, press [CROSS].

## **Failing a Mission**

Should a Rock Raider fail a mission, either by their Shield losing power or by not completing the mission objectives, they will be beamed back to the LMS Explorer and sent for rest and more training. You may now attempt the mission again using any of the remaining Rock Raiders on 'active duty'.

Rock Raiders on leave stay out of action for five mission attempts. If all your Rock Raiders are on leave and you have no-one left to attempt a mission, the game ends.

## **Winning Medals**

If you manage to complete the mission you'll be rewarded with a medal depending on how well you did. If you did the minimum required, you'll get a Bronze Medal. If you exceeded expectations, you'll get a Silver or even a Gold Medal!

Although it's not easy, it's well worth trying to get the tougher medals. Silver Medals are equal to two Bronze Medals while Gold Medals are equal to three Bronze Medals, which means you'll be able to access the Special Missions more quickly (for example, one Gold Medal and one Silver Medal is equal to five Bronze Medals, which would be enough to open the Special Mission).

## **Secret Missions**

There are three extra-special Secret Missions to find, which will test the skills of even the greatest Rock Raider. To reveal the first Secret Mission you must get at least a Bronze Medal in EVERY mission. To reveal the second Secret Mission you must get at least a Silver Medal in every mission. To reveal the third and final Secret Mission you must get a Gold Medal in every mission. Can you do it?

## **Passwords**

No matter whether you succeeded or failed a mission, you'll be given a special password that records your progress so far. If you want to restart a game from the current position at a later date, note down the password and enter it from the Main Menu. (See 'Entering a Password' on page XX for more on this.)

\*\*\*\*\* *Pic of all below* \*\*\*\*\*

## **Alien Lifeforms**

Many mining crews have reported sightings of weird creatures lurking in the caverns beneath the planet's surface. Here's the lowdown on the ones currently known about, but be warned there could be even nastier horrors waiting in the deeper caverns...

### ***Spiders***

Take care not to drive into any of the spiders' sticky web or your vehicle will get stuck fast! Luckily, a blast from a Pusher Gun will clear away the cobwebs...

### ***Scorpions***

Scorpions will track your movement and attempt to drain your ShieldSuit's power with blobs of poisonous plasma.

### ***Slimy Slugs***

These critters may look cute but once disturbed they behave like battering rams, slamming at high speed into any Rock Raiders or vehicles within range.

### ***Rock Monsters***

These are the most dangerous lifeforms yet encountered. If you happen to see a Rock Monster then it's probably best to RUN!

### ***Rock Whale***

The Rock Whale is a lumbering creature which often stops for a sleep in the most awkward of places. It can be lured out of your way by a blast from the Pusher Beam - for some reason, they're attracted to the energy they produce. They have also been know to jump into water, forming makeshift bridges.

## **Natural Hazards**

It's not just the lifeforms you've got to watch out for - the planet itself poses a few problems too...

***Water***

Try to avoid falling or driving into water - it will short-circuit your Shield's circuitry and drain its power.

***Lava***

Lava is extremely dangerous! If you get too close the Chief will have no choice but to teleport you home pronto!

***Geysers***

These jets of scalding steam are very dangerous and unpredictable - take extreme care!

***Lava Plumes***

Like geysers but even nastier - one blast from these can knock even a Tunnel Transport out of the sky.

***Pausing the Game***

If you want to take a break from the action, simply press the START button on your controller - this will pause the game. You may now select from a menu of options - use the directional buttons to highlight the option you want then press [CROSS]:

***Continue Mission***

Allows you to continue playing from where you left off.

***Mission Brief***

Gives you a reminder of what the Chief said in the mission briefing room. Use the directional buttons to scroll through the text and [CROSS] to return to the Pause Menu.

***Music Volume***

Allows you to change the volume levels of the music. Use the directional buttons to alter the volume, [SQUARE] to reset the music to its original setting and [CROSS] to return to the Pause Menu.

***Effects Volume***

Allows you to change the volume levels of the sound effects. Use the directional buttons to alter the volume, [SQUARE] to reset the sound effects to their original settings and [CROSS] to return to the Pause Menu.

***Quit Mission***

Allows you to abort the mission and return to the bridge of the LMS Explorer. If you select this option you'll be asked to confirm that you're sure you want to quit - if you are, use the directional buttons to highlight the 'Yes' option then press [CROSS]. If you select the 'No' option you'll be returned to the Pause Menu.

## TWO-PLAYER GAME

LEGO Rock Raiders features a two-player mode in which you and a friend can team up and go searching for Energy Crystals and Ore together. So what are you waiting for? Grab a friend and get digging!

### Starting a Two-Player Game

Before attempting to play a two-player game, first ensure that two controllers are inserted into your PlayStation!

*\*\*\*\* Pics of main menu with NEW GAME highlighted\*\*\*\**

Then on the MAIN MENU screen highlight the NEW GAME option and press [CROSS].

*\*\*\*\* Pics of NEW GAME screen with TWO PLAYER highlighted \*\*\*\**

Now highlight the TWO PLAYER option and then press [CROSS].

### Selecting a Mission

As in the one-player game this is the SELECT MISSION screen. When you first play the game you'll see three caverns, each of which leads to a mission. To play a mission, move the directional buttons until the mission you want is highlighted then press [CROSS].

Unlike the one-player game the two-player missions are all one-off adventures, designed just for fun. Whether you complete or fail a mission, it doesn't affect the overall outcome of the game. In all there are nine two-player missions to enjoy, with the six more difficult missions only becoming available as you open up the deeper layers in the one-player game.

*\*\*\* Pic of briefing screen \*\*\**

### Mission Briefing

Once a mission is selected you'll receive a briefing from Chief on the bridge of the LMS Explorer. Scroll up or down through the text on the screen with the directional buttons, then press [CROSS] to accept the mission.

Both players will now be asked to choose a Rock Raider. Move the spotlights with the directional buttons then press [CROSS] to select a Rock Raider. Note that it is not possible for both players to control the same character.

## ENTERING A PASSWORD

After each attempt to complete a mission in the one-player game, you'll be presented with a special password that records your progress up to that point in the game. If you note these passwords down, you can enter them at a later date and continue playing from that point. To do this, follow these steps...

*\*\*\*\*\* Pic of main menu screen with ENTER PASSWORD highlighted \*\*\*\*\**

On the MAIN MENU screen, highlight the ENTER PASSWORD option and press [CROSS].

**\*\*\*\* Pic of deactivate Enter Password screen \*\*\*\***

If you want to enter a password, press [CROSS] again.

**\*\*\*\* Pic of activate Enter Password screen with code half entered \*\*\*\***

Enter the password, using the buttons on your controller. If you make a mistake, press R1 and L1 to position the cursor over the incorrect symbol and enter a different one. If you want to clear all the symbols and start again, press the SELECT button. If you want to enter the password, press the START button.

**\*\*\*\* Pic of Continue Game screen \*\*\*\***

If the password was recognised you'll be asked whether you want to play a one- or two-player game. If it wasn't you'll get the opportunity either to enter the code again or to return to the MAIN MENU.

## **OPTIONS**

It is possible to customise LEGO Rock Raiders in many ways from the OPTIONS menu. To access this menu, first go to the MAIN MENU. Use the directional buttons to highlight OPTIONS then press [CROSS]. You'll now be presented with a menu of customisable options. Each option is selected or changed by highlighting it and pressing [CROSS].

### **Vibration**

If you are playing the game with a DUAL SHOCK™ Analog Controller, you can turn the vibration function on or off with this option. Note that when you start the game this option is always turned OFF.

### **Controller**

Use the directional buttons to choose between three different controller configurations. When you've found the controller configuration you're happiest with, press [CROSS] to return to the OPTIONS menu.

### **Music Volume**

Use directional buttons to alter the music volume, [SQUARE] to reset the music to its original setting and [CROSS] to return to the OPTIONS menu.

### **Effects Volume**

Use the directional buttons to alter the sound effects volume, [SQUARE] to reset the sound effects to their original settings and [CROSS] to return to the OPTIONS menu.

### **Screen Display**



This option allows you to alter the positioning of the screen on your TV. Once selected, use the directional buttons to position the screen so that the picture is positioned centrally on the screen, then press [CROSS] to return to the OPTIONS menu. If you want to reset the picture to its original position, press [SQUARE].

## **CREDITS**

### **Data Design International (SG - lead people only)**

#### ***Design and Programming***

#### ***Graphics***

#### ***Sound & Music***

#### ***Animation***

#### ***Additional Programming***

### **LEGO Media International**

Mark Livingstone - Worldwide Managing Director

#### ***Software Development***

Laurence Scotford - Head of Constructive, Games & Girls Software

David Upchurch - Producer

#### ***Testing & QA***

Tony Miller - QA Manager

???? - Lead Tester

#### ***Localisation***

Cara McMullan - Localisation Manager

#### ***Production***

Nic Ashford - Logistics Manager

#### ***International Marketing***

Petra Bedford - Marketing Director (Europe & Asia)

Amy Schwellling - Marketing Manager  
Ron Gibson - Marketing Manager (US)

***International Sales***

Leah Kalboussi - Sales Director (Europe & Asia)  
Gregg Sauter - US Sales & Marketing Director

**1. Kids Testers**

- Generic reference to members of the Top Secret Software Club Testers, Schools Testing Programme & Focus Group Testers

**2. Additional thanks to...**

**Additional *professional* credits eg: Futura**

**\*\*\*\* Epilepsy warning? \*\*\*\***